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Carcassonne

The Wonders of Humanity

The wonders of humanity have reached Carcassonne. Each of them brings you individual advantages. But everyone can only use one per game. Get the wonder you want quickly to benefit from it as often as possible!

Components

4 wonder tiles with the Wonders of Humanity (each counts as 5 regular sized tiles)

Notre Dame

Stonehenge

Circus Maximus

Alhambra

Setup

This mini expansion was developed for the CARCASSONNE base game and its rules still apply. We recommend you to play with at least 90 tiles and one additional meeple (e.g. Base game + 1. expansion). Ignore any additional expansion rules.

*Note: You can combine **The Wonders of Humanity** with other expansions; however, there will be no official rules for these combinations.*

- Each player takes all 9 meeple of one color. Place 2 meeple of each color next to the space 10 of the scoring track.

  Note: One of these two meeple is used only to mark your wonder. You can use the big meeple of the 1. expansion or any other token of that color.

  Place a scoring meeple as usual on the space 0 on the scoring track. You start the game with 6 meeple in your supply.
- Pick 1 wonder per player. Place them faceup next to the scoring track. Discard the remaining tiles, you do not need them for this game.

***Note:** There are only 4 wonders in the first set. So you can only play with up to four players. However, there will more sets available, that will allow you to choose the wonders and/or play with more than 4 players.*

Get a wonder tile

There is 1 wonder for each player. So you can get a wonder tile only once.

When your scoring meeple reaches or exceeds the space with the meeple pairs (the first time the space is 10), you perform the following steps one after the other:

- Choose one of the wonder tiles and place it in front of you. You don't place it on the game board **yet** (see **1. Placing a wonder tile**).
- Take your two meeple that are next to the scoring track and put them into your supply.
- Move all **remaining** meeple next to the scoring track **5 spaces further** (i.e. the first time next to the field 15, then 20 and then 25).
  ATTENTION: You must **never** move the meeple-pairs **beyond the space 25**, even if there are more than 4 players. The meeple remain at field 25 until they are reached by all other scoring meeple.

Special case:

If several players reach the space with the meeple pairs on the same turn, the person whose turn it is chooses which of them will take a wonder tile. After that, the meeple pairs are moved 5 spaces forward as usual. If there are still scoring meeple of other players (who have not taken a wonder yet) on or behind the meeple-pair-space, the person whose turn it is decides again who will take the next wonder, and so on.

1. Place a wonder tile

If there is a **wonder tile** in front of you, you do **not draw a tile**, but instead place your wonder according to the usual placement rules. Once you have placed it, you have to mark your wonder with one of the 2 meeple you've unlocked before by placing it in the center of the wonder (not on a city, road or field). The marker meeple remains there until the end of the game. For a better distinction from other meeples you can put the marker meeple upside down.

Note:

In the very rare case that you can't place the wonder correctly, you draw a tile that you must immediately place so that you can then place your wonder tile next to it. If this is also not possible, the normal tile is removed from the game and you draw another tile and place it, until you can place your wonder tile. You do not place a meeple on the additionally drawn tile.

2. Place a meeple on a wonder tile

After you have placed and marked your wonder, you **may** immediately place **up to 2** meeple on **different unoccupied areas** (city, road, monastery or field) of this wonder. You can also place only one or no meeple. If you place 2 meeple, they may also be placed on the same tile-square.

You place the Alhambra. Then place a meeple upside down on the wonder as a marker. Then you place a meeple on the city and another meeple on the free road.

3. Score with a wonder

Each wonder has its own function that can earn you points. Some wonders give you points **during** the game, while others give you points at the **end of the game**.

Notre Dame

During the game (not during the turn in which you place the Notre Dame), if you place a meeple on one of the 8 tiles around a monastery, you **immediately score 3 points**. Whether there is a monk on this monastery or not is irrelevant. Even if several monasteries are adjacent to the tile, you will "**only**" receive **3 points**.

You place your meeple on this tile and immediately score 3 points.

Stonehenge

If you complete one or more **occupied roads** during your turn (not when playing the Stonehenge tile itself), you **immediately score 3 points** for each road you complete (even if you don't have a meeple on the road yourself). After that, you score the road as usual.

You complete a road with a meeple on it. You immediately score 3 points.

Circus Maximus

At the end of the game, depending on the number of players, you will receive points for **each meeple of another color** in still open cities:

2 players: **4 points**
3-4 players: **3 points**
5+ players: **2 points**

Detailed view at the end of the game:
In a game with three players you get 2x3 points for the yellow meeple and 1x3 points for the blue one. You don't get any points for your own meeple.

Alhambra

At the end of the game, you score **4 points for each of your farmers,** regardless of how many points that farmer scores.

Detailed view at the end of the game:
You have 2 farmers on the board. So you receive 2x4 points.

Important!
At the end of the game, you **first score the wonders that score at the end of the game.** After that, you continue with the normal final scoring. Each wonder tile counts as 5 individual normal tiles. Accordingly, the roads and cities can consist of more than one tile. You must take this into account during the scoring. Stonehenge and Notre Dame each have a road that spans 2 tiles. The Alhambra has a city that spans 3 tiles, and the Circus Maximus has a city that spans 4 tiles.

Notre Dame

The Cathédrale Notre-Dame de Paris is a Roman Catholic church. It was built between 1163 and 1345 and is one of the earliest Gothic church buildings in France. It is located in the historic center of Paris on the Seine island of Île de la Cité. On April 15, 2019, it was severely damaged by a major fire. Shortly after, the French Parliament decided to rebuild it true to the original.

Stonehenge

The monument is a Neolithic megalithic structure. It is located near the river Avon near Amesbury in southern England, and was erected in several stages (over several hundred years) starting at least in 3000 BC. There are various hyptheses about the occasion and purpose of this highly elaborate monument. Stonehenge has been a UNESCO World Heritage Site since 1986.

Circus Maximus

First built in stone as a permanent installation, construction began around 31 BC. With a total length of about 600 meters and a width of 140 meters, the Circus Maximus was the largest circus in ancient Rome. So it was even bigger than the Colosseum and until modern times the largest stadium in the world. It was used for chariot races until the 6th century. Its capacity is said to have been up to 250,000 seats, although this is only based on a story. More likely, but still very impressive, is 150,000 seats.

Alhambra

On the Sabikah Hill in Granada, Andalusia, Spain, stands the Alhambra City Castle. The castle complex in the Moorish style of Islamic art is about 740 meters long and 220 meters wide. The most important parts of the Alhambra are the Nasrid palaces with their gardens, the medina and the Renaissance palace of Charles V. It is one of the most visited tourist attractions in Europe and was declared a World Heritage Site in 1984.

Note *The map printed on the back of the wonder tokens is only relevant for the Carcassonne Game Festival 2023 in Carcassonne.*

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